

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) In an interactive television (TV) environment, a method comprising:
recognizing, using a pattern engine, one or more patterns in an unmodified broadcast data stream;
accessing a repository storing attributes concerning interactive TV triggers to be inserted into the broadcast data stream and determining whether a pattern recognized by the pattern engine is to be associated with a one of the interactive TV triggers; and, if so, then
prior to broadcasting, automatically inserting an interactive TV trigger determined to be associated with a recognized pattern into the broadcast data stream ~~based on the recognized patterns~~.
2. (Original) The method of claim 1, further comprising:
pre-inserting the interactive TV trigger into any stored content that will constitute the broadcast data stream.
3. (Previously Presented) The method of claim 2, wherein the patterns include voice patterns.
4. (Previously Presented) The method of claim 2, wherein the patterns include other audio patterns.
5. (Previously Presented) The method of claim 2, wherein the patterns include video patterns.
6. (Previously Presented) The method of claim 2, wherein the patterns include text patterns as a special degenerate case of video patterns.

7. (Cancelled)
8. (Original) The method of claim 1, further comprising:
delivering the broadcast data stream with the inserted interactive TV trigger to one or more receivers for display.
9. (Cancelled)
10. (Original) The method of claim 1, wherein the interactive TV trigger includes an Advanced Television Enhancement Forum (ATVEF) trigger.
11. (Currently Amended) In an interactive television (TV) system environment, a system comprising:
an insertion platform configured to recognize, using a pattern engine, one or more patterns in an unmodified broadcast data stream; access a repository storing attributes concerning interactive TV triggers to be inserted into the broadcast data stream; determine whether a pattern recognized by the pattern engine is to be associated with a one of the interactive TV triggers; and, if so, then to insert automatically, and prior to broadcasting the data stream, those of the interactive TV triggers determined to be associated with recognized ones of the patterns into an unmodified broadcast data stream ~~based on recognized patterns.~~
12. (Cancelled)
13. (Currently Amended) The system of claim ~~12~~ 11, wherein the patterns include voice patterns.
14. (Currently Amended) The system ~~method~~ of claim ~~12~~ 11, wherein the patterns include other audio patterns.
15. (Currently Amended) The system ~~method~~ of claim ~~12~~ 11, wherein the patterns include video patterns.
16. (Currently Amended) The system ~~method~~ of claim ~~12~~ 11, wherein the patterns include text patterns as a special degenerate case of video patterns.

17. (Cancelled)
18. (Original) The system of claim 11, further comprising:
a delivering unit to deliver the broadcast data stream with the inserted interactive TV trigger to one or more receivers for display.
19. (Cancelled)
20. (Original) The system of claim 11, wherein the interactive TV trigger includes an Advanced Television Enhancement Forum (ATVEF) trigger.
- 21 - 38. (Cancelled)
39. (Currently Amended) A machine-readable medium ~~providing~~ including instructions, which if executed by a processor, causes the processor to perform an operation comprising:
recognizing, using a pattern engine, a media pattern in an unmodified broadcast data stream;
accessing a repository storing attributes concerning interactive TV triggers to be inserted into the broadcast data stream and determining whether ~~checking if~~ the media pattern recognized by the pattern engine ~~matches~~ is to be associated with an interactive element; and, if so, then prior to broadcasting, automatically inserting the interactive element determined to be associated with the media pattern into the broadcast data stream if the media asset matches with interactive element.
40. (Currently Amended) The machine-readable medium of claim 39, further ~~providing~~ including instructions, which if executed by the processor, ~~causes~~ cause the processor to perform an operation comprising:
passing the broadcast data stream to one or more receivers without inserting any interactive elements if the media ~~asset~~ pattern recognized by the pattern engine is not to be associated with any ~~does not match with an~~ interactive ~~element~~ elements.
41. (New) The method of claim 1, wherein the patterns comprise media patterns.

42. (New) The system of claim 11, wherein the patterns comprise media patterns.